

---

COMMANDS FOR DISKOPS4

---

LOAD:FILENAME

SC PRINTER AND SCREEN

S SCREEN ONLY

BASIC TO DOS BASIC

ASS RETURN TO ASSEMBLER

BSAVE SOURCE TO DISK

TS SAVE TO TAPE

LABEL LISTS LABELS

I LISTS FILE SAME AS DSE  
ORIGINAL ED/ASS WITHOUT  
MARK HARWOOD PATCH

---

ALL OTHER COMMANDS SAME AS  
DSE ORIGINAL EDITOR ASSEMBLER

---

## Diskops4 (Disk Operations)

This is a machine code utility which allows programmers using the Dick Smith Editor Assembler (Edit/Ass) to also use their disk drive. Diskops4 permanently patches into the Edit/Ass and will work with either an expanded VZ200 or VZ300.

### Patching the program

#### Step One:-

Switch off the VZ, wait 10 seconds and then switch the VZ back on. This resets all pointers and removes any utilities from memory.

#### Step Two:-

If you have already transferred the Edit/Ass to disk then enter BLOAD"Edit/Ass" otherwise enter BRUN"CLOAD". The CLOAD utility will load the first program it "sees" on tape without that program running. In this case load the Edit/Ass.

#### Step Three:-

Enter BRUN"DISKOPS4"

#### Step Four:-

Enter BSAVE"Patched Edit/Ass".7AFD.A92D. This saves the Edit/Ass and Diskops4 as a single program.

#### Step Five:-

Switch off the VZ, wait 10 seconds then switch back on. This resets all pointers disturbed by Diskops4.

Diskops4 has now been patched. To run the patched Edit/Ass enter BRUN"Patched Edit/Ass". If the patch has been successful then you should be greeted by the Diskops title page.

#### NOTE:-

- 1) Do NOT attempt to patch Diskops4 to an Edit/Ass which has already been patched.
- 2) If you perform the patch with any other utilities in memory then the patched Edit/Ass will only work while those utilities are loaded.

## The Additional Commands

Diskops4 provides an additional 11 commands. These are as follows.

### Editor/Assembler Commands:-

LOAD:filename - load source file from disk.

SAVE:filename - save source file to disk.

RSAVE:filename - save object file to disk (equivalent to the TO: command).

### NOTE:-

1) If any disk error occurs then Diskops Basic will be entered.

2) The filename will be an ASCII string

TABLE - This allows the programmer to look at the symbol table created when a program is assembled. The symbol table contains the names and the addresses of all labels in the source listing. The output is of the following form:-

Label (1-4 chars)    Address (in decimal)    Address (in hex).

If the 'C' parameter is set the table is echoed to the printer. To pause the table output press "H", to continue press "C" and to exit press Break.

BASIC - This enters the Diskops Basic.

### Diskops Basic V1.0 Commands:-

There are five disk basic commands allowed these are DIR, STATUS, INIT, REN and ERA. In addition there is an additional command ASS which returns the programmer to the Edit/Ass.

### NOTE:-

1) All files saved are of type W.

2) Only the first 8 characters of the filename are recognised.

## Notes for Users of Diskops1 or 2

1) Source files saved to disk using these utilities must NOT be loaded using Diskops4.

2) To change the file from Diskops1 or 2 into Diskops4 format do the following:-

Step One:

Following the instructions load the Edit/Ass with Diskops1 or 2.

Step Two:

Load the source file from disk using the TU: command.

Step Three:

Save the file to tape using the TS: command.

Step Four:

Verify the file.

Step Five:

Switch the VZ off and run the Edit/Ass/Diskops4 program.

Step Six:

Load the source file from tape.

Step Seven:

Save the source file to disk using the SAVE: command.

3) Disk files saved using the TR: and TD: commands did not have ASCII filenames. This causes problems when trying to erase these files using the ERA command. A third utility has been provided on disk called "ASCII" which will change a filename into an ASCII string. However, this must be done after all files have been saved to tape or disk in the Diskops4 format.